

VISIT...

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Tutor Teaching Tips

Ships of Discovery (Y)

MATERIALS

Leveled reader

Graphic organizer

Game cards;
Game board

Graphic organizer;
Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *What do people use large ships for? What were ships used for in the past?*

PREVIEW THE BOOK: Show the child the covers of the book, and read the title. Ask: *What kind of ships do you think this book is about?* Open the book to the table of contents and read the chapter titles with the child. Ask: *What ideas do you have about the ships in this book now?*

Look at the pictures in the book and read the captions. Point out the boxes titled “Do You Know?” and explain that these provide information about the ships.

During Reading 10–15 minutes

Ask the child to read pages 4–14 aloud. If the child has difficulty, read the pages together. Then ask the child to read them independently. Have the child work out unfamiliar words by looking at the letters and word parts. Tell the child to think what word makes sense in the sentence. If the child cannot work out the word, tell him/her. Have the child reread the sentence with the word and then continue reading.

After Reading 10–15 minutes

RETELL: Ask the child what he/she learned about ships of discovery from reading pages 4–14. If necessary, prompt by asking: *What else did you learn?*

GRAPHIC ORGANIZER: Have the child use the book to locate the characteristics of each type of ship he/she read about on pages 4–14 and record them on the chart. Tell the child he/she can complete the chart when he/she finishes reading the book. Have the child use the data on the chart to make comparisons between the different kinds of ships.

CRITICAL THINKING: Ask the child what type of ship he/she would most like to travel on, and to explain why.

VOCABULARY GAME: Remind the child that a noun is the name of something and an adjective describes a noun. Point out the cards with adjectives and the game board with nouns. Deal eight cards each to yourself and to the child. Take turns trying to match an adjective with a noun on the game board. To do this, the player must read both words and use them together in a meaningful sentence. The player gets a point for each correct sentence. When no more cards can be matched, the game is over and the player with the most points wins.

Home Connection

Have the child finish reading the book at home and complete the graphic organizer.

Type of Ship	Powered by	What It Looks Like	Size	Special Features
Early Egyptian ships				
Polynesian ships				
Viking ships				
African ships				
Chinese ships				
Columbus's ships				
Cook's ships				

INSTRUCTIONS: Find the characteristics of the different ships and record them on the graphic organizer. Use the recorded data to make comparisons between the ships.



Game Cards

Ships of Discovery (Y)

shallow

deep

famous

uninhabited

cooked

juicy

carved

sturdy

four

tall

central

fast

rocky

skilled

early

large

ship

water

islands

sailor

mast

sails

cabbage

deck

lime

boats

coast

explorer